FIRE

- Attack Roll (2D6) = AP or HE FP, hitting if ≥ To Hit number.
- Augmented Firepower a "+" adds an extra die, then drop lowest die.
- Op Fire = Unit may only be attacked once per hex entered
- Overrun : +1 Movement to enter and must be able to exit

Arty/Mortar Fire: entire hex; may fire if has a LOS from HQ/sHQ or Recon

SAVES ____

- If to-hit = 6 after mod. → -1 FP
- Hard targets = 2 Def. Bonus dice max.
- Improved Positions = -1 hit
- Concealed = Not marked Ops Complete
 Not moving + Not adjacent to a Good Order
 friendly unit + Not in the LOS and within 4
 hexes of a Good Order, in command,
 friendly reconnaissance unit

DAMAGES =

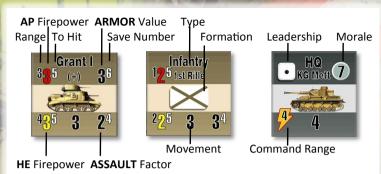
- Normal → Disrupted →
 Step Loss → Eliminated
- 2 x Disrupted = Step Loss + Disrupted
- Disrupted = no Fire + no Move towards enemies in LOS + Defend only in Assaults
- Out of Command = No Fire + no Move; May Op Fire.

HQ EFFECTS

- If a friendly unit in the same hex is disrupted or reduced, roll 1d6 (with a -2 drm if a friendly unit was destroyed). On a 1 or less the HQ is reduced. A HQ is destroyed if all units in the hex are destroyed.
- Add HQ Leadership rating to the Firepower or Assault Factor of any one unit in its hex.

FATE POINTS

- 1 point re-roll any die *OR* raise/lower the number showing on a die by one *OR* remove an Out of Command marker from a hex
- 2 points remove an Ops Complete marker from a friendly unit *OR* return any just-drawn marker, before use, back to the cup



Underlined Range = no Extended or Reduced range

Attack Type	Attack FP DRM	To-Hit DRM	Defense
AP/HE	 + leadership if stacked HQ/sHQ "+" = +1 die (max hits = non-augmented FP) 	• +1: double range (> range) • -1 : short range (≤ ½ range)	 Hard targets: Armor + Def. Bonus Soft targets: Def. Bonus (save on 5+) Concealed: +1 die
Assault	 + leadership if stacked HQ/sHQ +1 if non-disrupted infantry in city vs. AFVs only 	• Disrupted units = hit on "6" • -1 if non-disrupted infantry vs. AFVs only	 No Def. Bonus If Hits received by Defender > Hits received by Attacker, Defender retreats
Overrun	• 3x Assault vs. soft targets		• No Def. Bonus
Mines			• No Saves
AA		Hit hard target on "6" No extended range	 Hard targets: Armor + Def. Bonus 1 hit on aircraft = mission aborted + If D6 of ≤ 3 eliminate airplane, return to cup otherwise
Artillery/ Mortars (entire hex)	Accuracy (D6): 1 = call fails 2-6 = on target	Artillery attacks hex + 6 adjacent hexes 1 roll to-hit for each hex Mortars attacks 1 hex only	 +1 Def. Bonus if hard target/wreck in hex No mod. for Concealment Targets gets infantry Def. Bonus (5+) Mortars only disrupt hard targets
Aircraft (entire hex)	Accuracy (D6): 1 = adjacent hex (defender's choice) 2 = chosen hex at -1 FP 3-6 = no mod.		 Targets gets infantry Terrain Def. Bonus Concealed = + Def. Bonus (Post-Attack) if D6 > hits inflicted, return aircraft to cup; other = eliminate